



BORIS THE SPIDER

A Journal of Duplicitous Doings,
 Raw Power, and Naked Greed
 "Oh, what a tangled web we weave
 When first we practice to deceive!"
 --Sir Walter Scott--



VOLUME VIII, #16

(#286)

4 Apr 05

Several Games to Start

We have quora for HISTORY OF THE WORLD, BLACKBEARD, and perhaps KINGMAKER (KM). The players for the first two (see "On Deck" on p 14) will find their starting information on pp 13 and 5 respectively. We'll hold off a month on KM until we see if we get any orphan games from the now editorless *ishkibbble*. One of these might be a KM that might need some replacement players.

Peace may be imminent in "Boris XVII", so it's time to get serious about starting "Boris XVIII". So far we have Boyum, Fryling, Nichols, Copeland and perhaps Curtis. So we need two or three more. After 236 issues as a DIP zine, it wouldn't be right not to have a DIP game running.

THOUGHT FOR THE MONTH: "The income tax has made more liars out of the American people than golf has." --- Will Rogers

BORIS'S BULLETIN BOARD

Word has reached us of the death of Phil Reynolds on 13 Mar 05. Some of the readership will remember that Phil won our KINGMAKER game a few years back. We may be adopting some of the orphaned games from his *ishkibbble*.

Kevin Wilson is changing his e-address from ckevinw@aol.com to ckevinw1@cox.net.

New on the BORIS website (Reference 1): The transcripts for our first five STELLAR CONQUEST games have been added to the Finished games section. I'm about half way through proofing the "Willie" report so that might make it by next time.

BOOS & KUDOS

The Madame Bolduc Press Excellence Award (and free issue) goes this month jointly to Rick Copeland and Kevin Wilson for the first two articles in Embassy Beat in "Boris XVII".

This month's Ma Nar Super-Sunday Bomb is lobbed at Wayne Morrison for delay of games in JUNTA and MAHARAJA.

REFERENCES:

1. <http://hometown.aol.com/prbolduc/boris/borishome.htm>

PERSONAL COMMUNICATION HERE (maybe):

Deadline for most games is 1800 CDT 6 May 05



Peace Proposed! Fall 1988

XVII
2003F

MINAS MORGUL: Two countries have proposed a four-way draw. A third has expressed a willingness to sign on. Will the fourth? Let's look at each country's prospects. Italy has an Austrian dagger at her back, prodding her ever forward, but France has the Gibraltar Stalemate line in hand, so the best Italy can hope for is to pick up SPA and MAR. France must help Germany hold the line against the Austrian wave and must hold Gibraltar against Italy; any centers to be gained would have to come at German expense and open the floodgates to an Austrian victory. Germany must hold the GER-MUN line and can easily do so with F BAL and the help of two French armies. A KIE needs to deploy into Denmark to both help retake Scandinavia and to free KIE for a needed build. Austria has a temporary foothold in Scandinavia, but should eventually be repulsed. The Emperor has the several Italian centers in easy reach, but that would mean a tsunami of French and Italian fleets quickly boiling into his coastal underbelly.

TROOP MOVEMENTS

AUS: (Rick Copeland) A Pru-Ber, A Gal S A Sil, F Ion-Tyn, A War-Lvn, A Fin S A Lvn-StP, A Lvn-StP, A Mos S A Lvn-StP, A Sil S A Pru-Ber, A Tri S A Boh-Mun, (A Boh-Mun).
FRA: (Kevin Wilson) A Bur S GER A Mun, (F Lyo S F Spaiac-Wes)(d), (F Mid S F Spaiac-Wes), A Ruh S GER A Mun, F Por S F Mid, (F Spaiac-Wes) A Mar H;
GER: (Rudy Zodda) (A StP Hld), A Swe-Nwy, F Bal-Bot, A Ber H, A Kie S A Ber, F Bar S A StP, A Mun H, F Den-Bal;
ITA: (Ron Fisher) (A Pie-Mar), F Tyn-Lyo, F Tun S F Wes, (F Naf-Mid), (F Wes S F Tyn-Lyo), F Tus S F Tyn-Lyo.

Orders in brackets fail: d= destroyed, oth = off the board, nao = not so ordered, r-??? = must retreat somewhere. Full transcript of game and the latest Map are on the Website.

SUPPLY CENTERS:

AUS: Bud Tri Vie Gre Ser Bul War Mos Rum Sev +StP	(11) Build 1
FRA: Bre Par Bei Por Spa Lpl Lon +Mar	(8) Build 2
GER: Ber Kie Mun Den Hol Swe Nwy -StP Edi	(8) Build 1*
ITA: Nap Rom Ven Con Smy Ank Tun -Mar	(7) Build 1

Your vote on a four-way draw and orders for builds and for Spring 1989 are due next time. If the draw passes, it will be effective after builds. How about some Press?

EMBASSY BEAT

Austria to Germany: Come on Rudy, get into the spirit of the game! Everyone is talking about stabbing their allies but you. Well, perhaps you are, but you're not talking to me. I would love to end this stalemate we have going and do something exciting with my armies. Why don't you join me?

France to Germany: Hang in there baby. We can keep those awful Hapsburg wannabes out of your centers. I've got your back on Munich. You hold Berlin and we'll teach those guys a thing or two.

France to Italy: Sorry my friend, but Marseilles is French. I hope you really trust that Austrian ally of yours. Ankara, Smyrna and Constantinople all look very appetizing.

France to Austria: No fleet in the north means Germany holds you off forever. As long as we don't screw up the supports in the center, I think we hold there too. Vote the DIAS and let's move on.



MACHIAVELLI

Turks Bashed!

Spring 1520

2003 D
pw10

Errata: French F Mar-GoL (+ Id) A FOR-PAR, not PAV.

Ragocitti: Turkish units are being slapped around willy-nilly, but are not yet in a panic. Austria's naval net is beginning to develop some holes as the French F GoL can wriggle out into WM. The Pope again loses control of the Roman countryside and doesn't seem to be making progress elsewhere.

TROOP MOVEMENTS:

Austrian F ROME retreats to CAP. French A TYR retreats to COMO. Austria (42d) maintains all (-30d) and builds A BARI, G NAP, G SAR, F PAL (-12d). France (37d) maintains all (-24d) and builds A AVI, MAR, & A SWI (-9d). Papacy (32d) maintains all (-24d), builds G ROME (-3d). Turks (35) maintain all (-30d), build A HUN (-3d).

AUSTRIA (Wilson, 6d): F Ser-GoL, (F Rag-LAI), F GoN-Sai, F LA-Dal, F Cap S A Spo-Rome, F Cor S F Ser-GoL, A Nap-Aqu, F TS S A Spo-Rome, A Spo-Rome, (A Her S F LA-Dal), A Bari S A Nap-Aqu, G Nap = A, G Sar = F, F Pal-CM;

FRANCE (Scott, 4d): A Carin S A Como-Tyr, A Mil S A Como-Tyr, (A Trent-Ber), F LS C A Mar-Gen, A Como-Tyr, A Mod-Par, (F GoL C A Mar-Gen)(r-???), A Par-Cre, A Avi-Tur, (A Mar-Gen), A Swi S A Avi-Tur.

PAPACY (Anderson, 5d): (F Rouse H)(r-???), A Pat-Sic, (F Ven-UI), A Pis-Pisa, A Flo S A Per-Are, F Pisa-Luc, A Per-Are, (A Bol-Urb), G Rome S F Rome;

TURKS (McConnell, 2d): A Fer S A Man-Ver, (F Dal S A Bos-Her), (A Aqu-Bart)(r-???), (F UA-LAI), (A Ber S A Man-Ver), (A Bos-Her), (A Are-Urb)(r-???), A Man-Ver, (A Tyr-Mil)(r-???), A Aus S A Hun-Sla, A Hun-Sla.

Orders in brackets fail. b = besieged, d = destroyed, imp = impossible, no = not owned, nao = not so ordered, nau = no such unit, oth = off the board, otm = on the move, R = Rebellion, r-??? = must retreat oth or elsewhere, u = unordered.

French F GOL must retreat oth or to AVI, PRO, or WM. Papal F ROME must retreat oth or to PAT. Turkish A AQU must retreat oth or to ANC or SPO. Turkish A ARE must retreat oth or into g.

Orders for Summer 1520 are due next time. And Press. Ma Nar demands Press.

EMBASSY BEAT

Austria to France & Turkey: My what a fine mess you have up north. I guess that is the medieval Battle of the Bulge.

Austria to Turkey: You keep the Upper Adriatic. I'll stay in the Lower Adriatic. Of course this means all the areas around it, including Dalmatia.

Austria to France: Use that fleet in Lyon all you need. It has nothing to fear from me as long as it isn't helping that other fleet sail. The fleet in Marseilles should be helping in your fight in the north.

Austria to His Eminence: Why does it seem we always end up fighting. You should be sending more units north and east. If Turkey loses his last home city and you're not in position to share in the spoils this one is all over. That's where you should be, rather than fighting me.

TURK-FRANCE: THANK YOU FOR THE "WONDERFUL" COMPLIMENT. I THINK YOU ARE CUTE TOO MARY.



Gunboat MACHIAVELLI
FLORENCE 02/1
Fall 1455

2004A
 pw1Q

TROOP MOVEMENTS:

French A TUR retreats to SAV. Turkish F IS retreats to DUR. Turkish F LA retreats to ALB.

AUSTRIA (0d): [A Mil-Trent], [A Carin S A Mil-Trent], A Hun-Sla, A Tyr-Swi;

FLORENCE (0d): A Per-Rome, A Pal S A Per-Rome, F Pio-Sie, [G Are = A]d;

FRANCE (0d): [A Mon-Gen], F Sar S F LS-Cor, A Sav S A Mon-Gen, F LS-Cor;

MILAN (8d): A Mod-Man, A Tur S AUS A Tyr-Swi, A Gen S A Pav-Mon, A Pav-Mon, A For S A Pav-Mon;

NAPLES (0d): F Aqu S PAP G Anc = F, F Otr S F LA, F TS S G Pal = F, [F LA S F IS], F GoN S F TS, F IS S F LA, G Pal = F;

PAPACY (2d): A Flo S F Urb-Bol, A Are B2, F Urb-Bol, [A Rom-Per]r-???, G Anc = F;

TURKS (4d): [F Rag-LA], F Dur S F Rag-LA, [F CM-Pal], F Alb S F Dur, [F WM S PRE F Ser-TS]nso;

VENICE (1d): [A Trent S A Car-Carin], [A Car-Carin], F lat S F Ven-UA, F UA-Dal, [A Bol-Flo]r-???, A Ver S A Trent, F Ven-UA;

AUTONOMOUS: Fer, Man, Mod, Mon, Luc, Pio, Salz, Sav, Sie, Tur

Orders in brackets fail. b = besieged, C = convoy or C, d = destroyed, imp = impossible, no = not owned, nso = not so ordered, nso = no such unit, oth = off the board, otm = on the move, r-??? = must retreat oth or elsewhere, u = unordered.

Papel A ROME must retreat oth or to CAP, SPO, or g. venetian A BOL must retreat oth or to FER, LUC, MOD or g.

Control Chart: (Variable Income Roll is "4")

AUS (0+15d): carin HUN TYR -lat -trent +Mil +sla +Swi = 4C

FLO (6+14**d): -ARE pls? -luc Per sie +pat +Rome(?) = 2?C => OUT (no home cities)

FRA (0+16d): AVI MAR pro -SWI -mon Pav Sar +Cor +sav = 5C

MIL (6+16d): como CRE for -MIL per gen -mod +man +mon +tur = 1C

NAP (0+20*d): aqu BARI cap? NAP MES otr PAL ael = 4C

PAP (2d+16**d): ANC BOL? -pat -ROME(?) apo -urb Flo Pisa +Are = 5C

TUR (4d+17d): ALB bos DUR her TUN Rag = 4C

VEN (1d+32d): ber DAL fr PAD TRE VEN ver Aus Car Cro +Bol +lat +Trent = 8C

Autonomous: Fer -Gen Man Mod Mon Luc Pio Salz Sav Sie -Trent Tur

* If Papel A Rome r-g, then Florence -2d & Papacy +2d; if r-Cap, then Naples -1d & Papacy +1d.

† If Venetian A BOL r-oth, then Venice -1d; if r-Pia, then Florence -1d; if g, then Papacy -1d.

Florentine units disappear during Spring adjustments. Orders for Spring 1456 are due next time. And Press. Ms Nar craves Press. Game transcript and map are on the website.

EMBASSY BEAT

Austria to Milan, sorry for that, was expecting Venice to move to Milan and was trying to protect you. I was fairly sure that would happen, and that you would continue your western moves. I am trying to get out, but don't know if it will work.

France-Austria: Neutrality, at a minimum -- okay?

Milan: Hey, Austria, what kind of move was that? Get out NOW!



JUNTA BUDGET ANNOUNCED

Year 3



THE CAST: (and Table order)

Rick Copeland (Martini)

Chuck Hanna (Shades)

Wayne Morrison (Mustache)

Dave Anderson (Hat)

John Butitta (Stickpin)

STATUS: The Bank is not safe.

Martini: *El Presidente* (1v), 3rd Brgd CO (1v), Bankers (7v), Peasants (3v), 4C

Hat: Air Force CO, Admiral (2v), Conservatives (8v), Radicals (3v), 3C

Shades: 2nd Brgd CO (1v), Labor Union (5v), 2C

Stickpin: DEAD

Mustache: Minister, 1st Brgd CO (2v), The Church (10v), 4C

TURN 3

3.1 Card Draw: Stickpin revives. All draw 2 cards. Martini plays "Socialists" and discards "Christian Defense Militia" and "Helicopter Gunship". Hat donates _____ to Stickpin. Mustache discards "Farmers".

3.2 Cabinet: *El Presidente* gives 3rd Brigade back to Stickpin. No other change.

3.3 Budget: *El Presidente* draws _____. He announces 3 MP for the Minister/Mustache and 2 MP each for the rest of the families. Martini casts 16 votes "Si". Hat casts 13 votes "Si". Shades casts 6 votes "Si". Stickpin casts 1 vote "Si". Mustache abstains with 12 votes.

STATUS: The Bank is not safe.

Martini: *El Presidente* (1v), Bankers (7v), Peasants (3v), Socialists (5v), 3C

Hat: Air Force CO, Admiral (2v), Conservatives (8v), Radicals (3v), 5C

Shades: 2nd Brgd CO (1v), Labor Union (5v), 4C

Stickpin: 3rd Brgd CO (1v), 2C

Mustache: Minister, 1st Brgd CO (2v), The Church (10v), 5C

Due next: Location, and assassinations and any coup attempts.

You have _ MP in hand and _ MP in the Bank.



BLACKBEARD

Set-Up



OK, Ms Nar, clad only in the flimsy negligee of Fate, has determined player numbers, initial pirates, governors, and merchant locations. They are:

1. Mark Frueh as Portuguese

3. Alan Barendse as Teach

2. Rudy Zodda as Davis

4. Brad Martin as Rackham

The Board:

Guvs: Pro: 35, 46, 53

Merchants: 22, 33, 44, 45, 54, 56

Anti: 24, 54, 64

Due next time are your choice of ship class (schooner or sloop) and orders for your first three turns (including initial starting hex). These should be conditional as there is no knowing when or if your turn will occur (so have at least three back-up first moves). We can try this pbem-style upon my return. In the meantime, please review the pbem system at:

<http://hometown.aol.com/prbolduc/boris/hrules/pbem88.htm>



MAHARAJA

Turns 5 & 6
Rajputs Rompl



THE CAST:

Rudy Zodda: Green
Paul Barrett: Yellow

Dave Anderson: Purple
Wayne Morrison: Blue

Turn 5

BOARD:

Pandya (1.5): 1A @ Kerala.

Greeks: 3A @ Persia.

Marathas: 6A @ Maharashtra.

Cholas (0.5): 1A @ Mysore.

Mauryans (1.5): 2A.L @ Sindh; 2A @ Baluchistan; 1A @ Agra, Bengal, Bihar, Bundelkhand, Delhi, Gandhara, Gujarat, Jaunpur, Kashmir, Khandesh, Lahore, Ladakh, Magadha, Mahwa, Orissa, Oudh, Punjab Rajputana.

Sinhalese: 1A @ Karnatak, Lanka, Sinhala.

Rajputs: 6A @ C Asia; 4A @ China.

Ashoka, 1A @ Ladakh, Khandesh, Sindh, Baluchistan, Gujarat and Bengal go bye-bye.

Pandya (1.5): Grow 1 pp. 1A Kerala-Malabar.

Greeks (0): 2A Persia-Baluchistan(5,2:1 -1 Mauryan), 1A Persia-Baluchistan-Sindh (6:5 -1 each).

Marathas: 6A appear in @ Maharashtra. 3A Maharashtra-Gujarat, 1A Maharashtra-Berar.

Cholas (0.5): Grow 0.5 pp. Hold.

Mauryans (1.5): Don't grow this turn. 1A Agra-Oudh, 1A Bihar-Bengal, 1A Gandhara-Kashmir, 1A Jaunpur-Bihar, 1A Lahore-Kashmir, 1A Malwa-Agra, 1A Oudh-Jaunpur, 1A Punjab-Kashmir, 1A Rajputana-Agra. Score 1 Raj VP.

Sinhalese (0): Grow 2.5 pp. 1A Karnatak-Kerala, 1A Lanka-Karnatak, 1A Sinhala-Lanka.

Rajputs: 1st Wave: 2A C Asia-Kashmir, 2A C Asia-Gandhara, 1A C Asia-Gandhara-Punjab, 2A China-Ladakh, 2A China-Kashmir (6,3,2,1:5,3,2,1; 5,5,5:5,4,2 -4 Mauryans, -2 Rajputi. 2nd Wave: 2A Ladakh-Nepal, 1A Gandhara-Kashmir-Lahore, 1A Kashmir-Ladakh, 2A Punjab-Delhi (4,2:6; -1 Rajput 1 Rajput r-Punjab).

Green's Greeks score 1 VP for Baluchistan.

Score: Yellow 32, Blue 10, Green 5, Purple 3.

Turn 6 (Mauryans turn into Guptas.)

BOARD:

Pandya (2.5): 1A @ Malabar.

Greeks (0): 2A @ Baluchistan.

Marathas: 3A @ Gujarat, 2A @ Maharashtra, 1A @ Berar.

Cholas (1): 1A @ Mysore.

Guptas (1.5): 2A @ Agra; 1A @ Bengal, Bihar, Bundelkhand, Delhi, Jaunpur, Magadha, Orissa, Oudh.

Sinhalese (2.5): 1A @ Karnatak, Kerala, Lanka.

Rajputs: 4A @ China; 2A @ Nepal; 1A @ Gandhara, Ladakh, Lahore, Kashmir, Punjab.

Pandya (2.5): Grow 0.5 pp. Add 1A @ Malabar. Hold.

Greeks (0): Grow 1 pp. Hold.

Marathas: Grow 2 pp.

Game transcript and map are posted on the website.



BRITANIA "Frisian" Turn VII



The Cast: Nations in Italics are extinct. in parentheses are not yet

in play.

A (Hanna): *Romans, R-Bs, (Norsemen, Norwegians)*

B (Anderson): *Welsh, Jutes, (Normans)*

C (Buttita): *Brigantes, Caledonians, (Danes)*

D (Boyum): *Picts, Irish, Angles*

E (Frueh): *Belgae, Scots, Saxons, (Dubliners)*

TURN VII (Continued)

Angles (0): Grow 1 pp. 1st Wave: edin-Strathclyde (4,3:4 Brig r-Galloway), 3R Frisian-York, 2A @ North-York (6,5,4,3,2:6+1 -1 R, -1 Brig, L, 2R w-Frisian), 3A @ North-Bernicia (5,4,1:1 -1 Brig), 1A @ North-Frisian-Norfolk (6:3 -1 Saxon), 2A @ North-Bernicia-Pennines (6,4:4 -1 RB). 2nd Wave: 3A Bernicia-Lothian, 1A @ York-Bernicia, 2R @ Frisian-North-Lothian, 1A @ Strathclyde-Lothian (6,6,4,4,4,3:4,2 -2 Brig, 2R w-Frisian).

Turn VII VP:

A: R-B (2).

B: Welsh (7), Jutes (2)

C: Brigantes (4), Caledonians (4)

D: Picts (4), Irish (4), Angles (12)

E: Scots (2), Saxons (12)

SCORE: A(44), B(37), C(35.5), D(31), E(21)

Turn VIII:

Board:

R-Bs (A, 2): 2A @ N Mercia; 1A @ Lindsey.

Welsh (B, 1): 3A @ Devon; 2A @ Powys; 1A @ Clwyd, Cornwall, Dyfed, Gwent.

Brigantes (C, 2): 2A @ Galloway; 1A @ Cumbria.

Picts (D, 1): 3A @ Alban; 2A @ Skye; 1A @ Mar, Moray.

Caledonians (C, 1): 2A @ Caithness; 1A @ Hebrides.

Irish (D, 0): 2A @ Chester, Gwynedd; 1A @ Atlantic, Downlands.

Scots (E, 0): 2A Fergus @ Dalriada; 1A @ Irish, Orkneys.

Jutes (B, 0): 2A @ Sussex, 1R @ Channel.

Saxons (E, 2): 4A @ Hwicce; 3A @ Essex; 1A @ Avalon, Kent, S Mercia, Suffolk, Wessex.

Angles (D, 1): 4A @ Lothian; 2A @ Pennines; 2R @ Frisian; 1A @ Bernicia, Dunedin, Norfolk, North, Strathclyde, York.

R-Bs (2): Grow 1.5 pp. Add 1A @ Lindsey. 2A N Mercia-York (6,4:6 -1 RB -1 Angle). Score 1 AVP.

Welsh (1): Grow 3.5 pp. Add 1A @ ____.

Legend: A = infantry army, C = cavalry army, F = fort, L = legion or leader, pp = population point, R = raider, r-??? = retreats to ???, w-??? = withdraws to ???, (*) = in melee, _#_ = attack by/against cav/legion

SCORE: A(45), B(37), C(35.5), D(31), E(21)

Current map and transcript can be found on the website.

NYC	CH	H67b	76	3	2	210	6	E19, H16, 2
C&O	RC	J50y	--	0	1	28	4	F6, 2

Bank has \$ 8326.

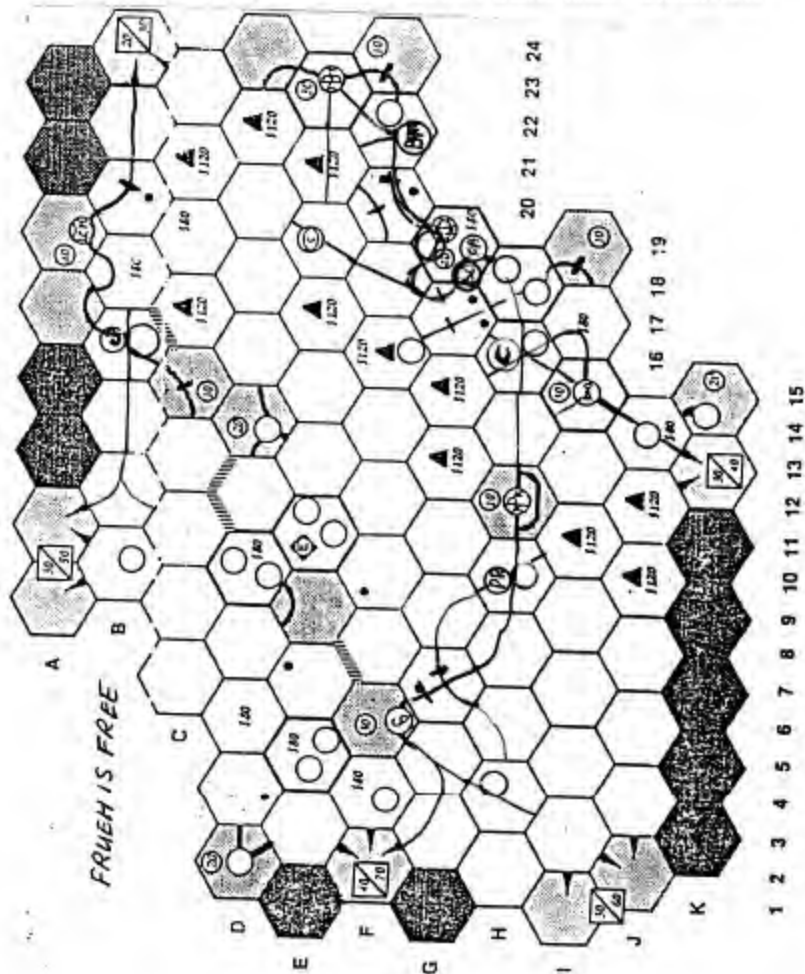
AVAILABLE TRAINS: DDDDDD...

AVAILABLE TILES:

Yellow: 3(2), 4(2), 7(1), 8(4), 9(5), 55(1), 56(1), 57(1), 58(1)

Green: 14(1), 15(1), 16(1), 18(1), 19(1), 20(1), 23(2), 24(3), 25(0), 26(0), 27(1), 28(1), 29(1), 59(2)

Brown: 39(1), 40(1), 41(2), 42(2), 43(2), 44(1), 45(2), 46(2), 47(1), 63(2), 64(1), 65(1), 66(1), 68(1), 70(1)





FRUEH IS MISSING

OR 5b & 5c

FIM

PLAYER STATUS

Bailey: \$123, 3 C&O, 3 B&O*, 1 PA <priority>
 Hanna: \$229, 6 NYNH&H*, 5 NYC*
 Bolduc: \$320, 5 CP*, 2 NYNH&H, 2 PA, 1 B&O
 Copeland: \$154, 5 C&O*, 5 PR*
 Zieske: \$471, 6 B&M*, 1 CP, 1 B&O, 1 C&O

CORPORATE STATUS

Corp	Pres	Price	Par	IO	Pool	Cash	Trains	Tokens
PA	RC	E82	100	3	0	225	5	H12, H10, 2
NYNH&H	CH	F75a	90	2	0	32	45	G19, F22
B&M	PZ	F75b	100	1	3	207	45	E23, F22
CP	PB	G70	71	0	4	84	6	A19, B16, 2
B&O	CB	H67	100	2	3	96	4	I15, 2

NYC	CH	H60y	76	3	2	130	6	E19, 3
C&O	RC	K30r	--	0	1	0	4	P6, 2

OR 5b (concluded)

NYC: Play tile #26 in F18(nc). Place \$40 token in H16. Run G19-G17-G19-H18-H16-I15 (\$280). Pay (CH+140, NYC+56). Price to H67b.

C&O: Play tile #8 in G9(se). Run F2-F4-G5-H10 (\$140). Pay (CB+42, RC+70, PZ+14, C&O+14). Price to J40c.

OR 5c

PA: Play tile #8 in H6(w). Buy \$100 token in G19(s). Run G19(n)-G17-G19(s)-H18-H16. (\$250). Pay (CB+25, PB+50, RC+125). Price to E90.

NYNH&H: Play tile #63 in H16. Run E23-F22-F20-G19 and G19-G17-G19-H18-H16 (\$440). Pay (CH+264, PB+88). Price to F80.

B&M: Play #9(e) in E21 (-\$120). Run E23-F24-F22 (\$100) and F22-F20-G19-G17-G19 (\$210). Pay \$31/share dividends (PZ+\$186, B&M+\$93). Price to F80b.

CP: Play #7(nw) in C11. Run A11-B16-A19-B20-B24 (\$160). Pay PB 880, CP +864, PZ +916. Price rises to F75.

B&O: Play #53 (nw) in I15 (Baltimore). Buy \$40 token in G19(n) (cash to 853). Run G19(N)-G17-G19(S)-H18 (\$80+\$10+\$80+\$50=\$220). Withhold. Price to I60.

NYC: Play tile #61 in I15(sw). Run G19-G17-G19-H18-H16-I15 (\$320). Pay (CH+160, NYC+64). Price to H68.

C&O: Play tile #57 in H4(sw). Run F2-F4-G5-H10 (\$140). Pay CB +42, RC +70, PZ +14, C&O +14. Stock to J50(y).

PLAYER STATUS:

Bailey: \$229, 3 C&O, 3 B&O*, 1 PA <priority>
 Hanna: \$263, 6 NYNH&H*, 5 NYC*
 Bolduc: \$537, 5 CP*, 2 NYNH&H, 2 PA, 1 B&O
 Copeland: \$419, 5 C&O*, 5 PR*
 Zieske: \$700, 6 B&M*, 1 CP, 1 B&O, 1 C&O

CORPORATE STATUS

Corp	Pres	Price	Par	IO	Pool	Cash	Trains	Tokens
PA	RC	E90	100	2	0	125	5	H12, H10, 2
NYNH&H	CH	F80a	90	2	0	32	45	G19, F22
B&M	PZ	F80b	100	1	3	180	45	E23, F22
CP	PB	F75	--	0	4	148	6	A19, B16, 2
B&O	CB	I60	100	2	3	273	4	I15, G19(n), 1



KREMLIN

Politburo Wasted!

Turns 4.1-4.5



CAST:

Paul Bartlett: Bolachevika Against Russian Treason (BART), 1 card
 Mike Scott: The California Connection (TCC), 2 cards, 1 wave
 Dave Anderson: Decaying Licentious Antiquarians (DLA), 2 cards
 Rudy Zodda: Red Zealots (RZ), 3 cards
 John Butitta: Proletariat Worker's against Imperialism (PWI), 3 cards
 Cary Nichols: Re-Education Development Society (REDS), 3 cards

POLITBURO:

Party Chief:	Aparatschik (A)	92?+	TCC(3)
KGB Head:	Talksalott (J)	68?0	PWI(2), TCC(1)
Foreign Minister:	Krakemheda (E)	75w?+	PWI(3)
Defense Minister:	Manjak (P)	76	BART(1)
Ideology Chief:	Satin (O)	63s?+0	REDS(5), DLA(1)
Industry Minister:	Doberman (L)	69?++	BART(10), RZ(8), PWI(5)
Economy Minister:	Eatsumuch (M)	64	
Sport Minister:	Schukrutoff (B)	75?+	
Candidates:	GKNS(60?), REDS 2/V		People: D(1)DLA 2)GRUWY(REDs 1)Z(DLA 1)
The Wall:	HTX		Siberia: CP(DLA 2)

TURN 4

4.1 CURE PHASE: REDS reveals 2 IP on "M". Party Chief Aparatschik (A) ages 3 SP to 95 for being under investigation, sick, and Party Chief. KGB Head Talksalott (J) returns from the Cure and ages 1 SP to 69 for being under investigation. Foreign Minister Krakemheda (E) ages 3 SP to 78 for being weak, under investigation and sick. Ideology Chief Satin "O" returns from the Cure and ages 1 SP. Industry Minister Doberman (L) ages 3 SP to 72 for being ill and under investigation. Sport Minister Schukrutoff (B) ages 2 SP to 77 for being sick and under investigation. RZ reveals 1 IP on "B" and plays Card #4 "Assassination Attempt". Schukrutoff is assassinated (10); RZ denounces Manjak "P" who is tried, convicted (20) and executed.

4.2 PURGE PHASE: KGB Head Talksalott (J) purges Doberman "L" (10) and Eatsumuch "M" (18) aging 2 SP to 71.

4.3 SPY INVESTIGATION PHASE: No action.

4.4 HEALTH PHASE:

Party Chief Aparatschik (A) takes "4" too many pills, dies.
 KGB Head Talksalott (J) attends "4" executions, gets sick.
 Foreign Minister Krakemheda (E) attends "6"-course State dinner, grows ill.
 Ideology Chief Satin (O) reads "7" volumes of commentary on Marx, grows ill.

4.5 FUNERAL COMMISSION PHASE: Foreign Minister Krakemheda must nominate Talksalott for Party Chief. The vote will be either 2-1 or 3-0, so Talksalott will be elected.

Due next time: Orders for Turn 4 Replacement to Parade phase.

POLITBURO:

Party Chief:	Talksalott (J)	71?+	PWI(2), TCC(1)
KGB Head:	<VACANT>		
Foreign Minister:	Krakemheda (E)	78w?++	PWI(3)
Defense Minister:	<VACANT>		
Ideology Chief:	Satin (O)	64s?+	REDS(5), DLA(1)
Industry Minister:	<VACANT>		
Economy Minister:	<VACANT>		
Sport Minister:	<VACANT>		
Candidates:	GKNS(60?), REDS 2/V		People: D(1)DLA 2)GRUWY(REDs 1)Z(DLA 1)
The Wall:	ABHPTX		Siberia: CP(DLA 2)LM

LEGEND: s = strong, w = weak, + = sick, ++ = sick, 0 = Cure, ? = under investigation, _ = position is vacant



ERRATA: P has 8 cards.

The Cast (in Tiebreak Order)

GENOA (Copeland): 882, 18C, 6K, 250M, SV-10
PARIS (Frueh): 860, 12C, 8K, 200M, ON-1
BARCELONA (Butitta): 894, 17C, 5K, 200M, ON-3
VENICE (Hanna): 839, 8C, 4K, 200M, ON-2

Advances

A,E,F,H-J,N,O,R,S,V-X
A,B,E,F,I-K,N,O,R-T,V,W
A,B,F,H,I,N,O,R-V,X
A,E,F,I,J,O,N,R-T,V

There is a surplus of Cloth and a shortage of Silk.

8.7: TOKEN BID PHASE:

G bids -2. B buys 8t. V buys 11t. P buys 17t.

9.3: CARD PLAY PHASE:

G (-2t) plays "Marco Polo", "Oldenburg", "Wine" and "Wine/Cloth" as wine (G +\$250, B +\$10).

B (8t) plays "I Majid" (\$5 protection), "Copernicus" (\$10 protection), "Grain" twice (B +\$72, G,P&V +\$6), and Pr Henry (\$10 protection).

V (11t) plays no cards.

P (17t) plays "Silk" (P +\$128, B +\$72, G +\$36, shortage relieved), "Stone" (G&P +\$4, V +\$1), "Cloth" (V +\$20, P +\$5, surplus relieved), "Rebellion" @ Lyo (-GC, +GT), "Enlightened Ruler".

The Cast (in Turn 9 Order)

BARCELONA (Butitta): 8223, 17C, 0K, 200M, ON-3, 8t
PARIS (Frueh): 8188, 12C, 3K, 200M, ON-1, 17t
GENOA (Copeland): 8378, 17C, 2K, 250M, SV-10, 0t
VENICE (Hanna): 857, 8C, 4K, 200M, ON-2, 11t

Advances

A,B,F,H,I,N,O,R-V,X
A,B,E,F,I-K,N,O,R-T,V,W
A,E,F,H-J,N,O,R,S,V-X
A,E,F,I,J,O,N,R-T,V

THE BOARD:

B: C @ Alex Alg Ang, Basq Bel Cai Chi Cre Ein Nam Sar Sev Sue Tan Tol Tre Waf; 1T @ Con Kam Ora.

G: C @ BAR Bor Cyp Fez GEN Gra Lis Mar Nap Pot Rom Sic Str Tri Tun Val Var; 1T @ Lyo Pal.

P: C @ Acr Alep Baal Col Dij Erz Flo Mil Nur Pra Salo StM; 1T @ Jer Lev Tar Vie.

V: C @ Bru Bud Dub Ind Kie Mon Smy VEN; 1T @ Gal Kaf Vie.

From:

Barcelona to Paris: Thanks for the nice praise - I will take it as a compliment rather than the master Bridge player manipulating his opponents with pure honey.

Genoa to Parisian Poodle Puppy - You cannot threaten me. I'm in third place. What are you going to do, spend all your energies blasting me into fourth? At least YOU have a chance to win - if you can slow John down. Bothering me at all will reduce your chance at victory, so just do what you do best and somehow pull this game from the jaws of defeat. You can count on me to do what I can to slow John down.

Due next time are orders for Purchase, Expansion and Card Buy phases. Your cards are:

LEGEND: c = white circle, C = colored circle, K = cards, M = misery, ML = misery level, t = white token, T = colored token. See website for transcript and map.



PUERTO RICO

Turn 5



STATUS:

Brad Martin: Gov. Sm Warehouse(x), Tobacco St(x), Corn(x), Tobacco(x), Tobacco(_), 2xCoffee(_), 3d, 0 VP
 Paul Barrett: Sm Market(x), L Indigo(_), Sm Indigo(_), C Roaster(_), Indigo(x), Quarry(x), Coffee(_), 2xIndigo(_), 0d, 0 VP
 John Butitta: Sm Market(x), Sm Indigo(x), Construction Hut(x), Hospice(_), Indigo(x), 2xCorn(_), Quarry(_), 1d, 3 VP
 Ron Fisher: Hacienda(x), Hospice(x), Sm Indigo(x), Indigo(x), Sugar(x), 2xQuarry(x), Corn(x), 2xIndigo(_), 0d, 0 VP
 Tom Butcher: Sm Sugar(x), Construction Hut(x), Sm Warehouse(_), Corn(x), Sugar(x), Quarry(x), Quarry(_), SJI1, 0d, 1 VP

Turn 5

Governor Martin chooses Craftsman (+2d) and produces one corn and two tobacco. Barrett and Butitta produce one indigo. Fisher produces one indigo and one corn. Butcher produces one sugar and one corn.

Barrett chooses Trader and sells Indigo for 3d. Butitta and Fisher can't sell. Butcher sells sugar (+2d). Martin sells tobacco (+3d). Barrett clears the Trading House.

Butitta chooses Prospector (+2d).

Fisher chooses Settler, picks Quarry with colonist and draws Tobacco. Butcher picks. Martin picks Coffee>Corn. Barrett picks Corn>Sugar. Butitta picks.

Butcher chooses ...

AVAILABLE BUILDINGS: All but Sm Market, Construction Hut, Sm Warehouse, Hospice.

AVAILABLE ROLES: Builder, Captain(1d), Prospector, Settler.

AVAILABLE PLANTATIONS: Quarry, 2xTobacco, 2xSugar, Coffee, Corn

COLONY SHIP: 5 colonists.

SHIPS: 6-ship (3 corn), 7-ship, 8-ship

STOCK: 69 colonists, 118 VP, 9 coffee, 8 tobacco, 4 corn, 11 sugar, 9 indigo

STATUS:

Brad Martin: Gov, Craftsman. Sm Warehouse(x), Tobacco St(x), Corn(x), Tobacco(x), Tobacco(_), 2xCoffee(_), 8d, 0 VP, corn, tobacco
 Paul Barrett: Trader. Sm Market(x), L Indigo(_), Sm Indigo(_), C Roaster(_), Indigo(x), Quarry(x), Coffee(_), 2xIndigo(_), 3d, 0 VP
 John Butitta: Prospector. Sm Market(x), Sm Indigo(x), Construction Hut(x), Hospice(_), Indigo(x), 2xCorn(_), Quarry(_), 3d, 3 VP, indigo
 Ron Fisher: Settler. Hacienda(x), Hospice(x), Sm Indigo(x), Indigo(x), Sugar(x), 3xQuarry(x), Corn(x), 2xIndigo(_), Tobacco(_), 0d, 0 VP, indigo, corn.
 Tom Butcher: Sm Sugar(x), Construction Hut(x), Sm Warehouse(_), Corn(x), 2xSugar(x), Quarry(x), Quarry(_), SJI1, 0d, 1 VP, corn.

TRADING HOUSE: Empty

Transcript and map are on the website.



Mr. Supajda, I'm starting to believe you really invited me for coffee.

The Cast: R Fisher (F) P Zieske (Z) M Scott (S) K Wilson (W) R Copeland (C)

Turn 7:

7.3 (S): Roll 4. W collects 2 ore from b4. F collects 1 ore from e2. Z collects 2 grain and C 1 grain from g3. No trades. S builds road at f5/g4 (-bl).

7.4 (W): Roll 4. W collects 2 ore from b4. F collects 1 ore from e2. Z collects 2 grain and C 1 grain from g3. W trades 2 ore to C for 1 sheep. W trades 4 ore for 1 brick. W builds road c5/d5 (-bl) and buys a card (-goe).

7.5 (C): Roll 7. F discards 1 lumber & 3 ore. Z discards 5 grain. C moves the Robber from f5 to e4 and steals grain from F.

Turn 8:

8.1 (F): Roll 7. F moves the Robber from e4 to d3 and steals grain back from C.

8.2 (Z): Roll 3. S collects 1 brick from d6. S collects two sheep from e5. C collects 1 grain from g2. Z trades 1 grain to S for 1 sheep to Z. Z builds settlement at c2/c3/d3 (-bgl).

8.3 (S): Roll 2. F collects 1 grain at b2. S collects 2 brick at f4. ...

COMMODITY STATUS

Player	brick	grain	lumber	ore	sheep	Knights	cards	VP	Other
F	0	2	0	2	0	1	1	4	
Z	0	0	0	0	0	0	0	5	
S	3	2	0	0	1	0	0	4	
W	0	0	0	1	0	0	1	4	
C	0	3	0	2	0	0	0	3	

Development: Robber @ d3.

F: Settlements: c3/e4/f3, b3/c3/e4, a2/b2/b3, e2/f2/e3

Roads: b3/c3, c3/e4, b2/b3, e3/f3, b3/c4, b3/b4

Z: Cities: d2/d3/e3, g3/h2/h3

Settlements: c2/c3/d3

Roads: d2/d3, g3/h2, c2/d3

S: Settlements: d6/e6/e7, e4/e5/f4, e5/e6/f5, f4/f5/g4

Roads: e6/e7, e5/f4, e5/f5, f4/f5, f5/g4

W: Cities: f5/f6/g5, b4/e4/c5

Roads: e4/c5, f5/f6, e6/f5, e5/e6, f6/g5, c5/d5

C: City: d3/d4/e4

Settlement: f3/g2/g3

Roads: d3/d4, g2/g3, g2/h2, c3/d3



HISTORY OF THE WORLD CHRISTIANITY



Due next time are your color drawings and votes on the optional rules/variants mentioned in the House Rules on the website (we won't use the 2nd edition rules yet). If you have the Egyptians, Indus Valley, Babylon, or Shango, please submit orders for them. Note that I've included your "Persepolis of Culture" card in case that option passes. We'll run this pbem-style as much as we can.

BOARD:

W1: 2A,IC @ LTL 1A @ Zag

Your cards are:

ON DECK



1830: Frueh, Zodda, Zieske

1838: Hanna, Zieske

1856: Hanna, Frueh, Zieske

1870: Zieske, Hanna, Frueh, Martin, Bailey

BLACKBEARD: Zodda, A Bargender, Barrett, Martin

BRITANNIA: Zieske

COLONIAL DIPLOMACY: Copeland, Nichols, Anderson, Boyum; need 3 more.

DIPLOMACY: Boyum, Fryling, Nichols, Copeland confirmed; Curtis iffy.

GUNSLINGER: Scott, Fowble, R Fisher; need 4 more

HISTORY OF THE WORLD, Pt 1: Zieske, Morrison, Anderson, Wilson, Nichols, Martin.

KINOMAKER: Deb Anderson, R Fisher, Shacklett, Scott, Martin

MACHIAVELLI: Nichols

MAGIC REALM: Butitta, Deb A

MERCHANT OF VENUS: R Fisher, Deb A

RUSSIAN CIVIL WAR: Scott

SILVERTON: Zieske, Deb A, Nichols

WIZARD'S QUEST: A Bargender, R Fisher, Deb A

OTHER POSSIBILITIES: 1829 (N OR S), GODSFIRE, KAMAKURA, MONSTERS RAVAGE AMERICA, PLANET MINERS, SAMARAI.

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DEADLINE FOR MOST GAMES IS 1800 CENTRAL TIME 6 May 05

The Bottom Line

This is **BORIS THE SPIDER**, a 'zine dedicated to the play of multiplayer games. BORIS is usually published following the first Friday of the month by Paul & Meg Bolduc, 203 Devon Ct. Ft Walton Beach, FL 32547-3110 and currently has a subscription price of \$10.50 for 12 issues in hardcopy (\$13.25 in Canada, and \$16 overseas) or a token \$1 by e-mail (waived if overseas). A hardcopy sub will also include an e-mail sub. Make checks payable to "Paul Bolduc". BORIS can be reached at (850) 863-9081, or prbolduc@aol.com. If phoning, expect to be greeted by an answering machine. If we're here, not engaged in an epic computer battle or enthralled in baseball, hockey, or college football, and recognize your voice, you may get to talk to a real human, so don't hang up upon hearing our recorded message (it changes every power outage). Visit the BORIS Website at:

<http://hometown.aol.com/prbolduc/boris/borishome.htm>



Source of the Nile

Turn 35



The Cast:

Brad Martin
Andrew York

Jason Bargender
Don Chinnery

D&D Anderson

Published: DD12 (lake, +79 acres), DD11 (lake, +75 acres), CC11 (lake, +88 acres), AA13 (veldt, river from 1 and 4 to 2), Z14 (veldt, river from 5 to 4, cataract, waterfall is 350 feet), Z13 (veldt, river from 1 to 2) and tribe L11 (the Mphahlele) in Z13. G24 (jungle, river from 3 to 6), H24 (swamp), G22 (mountain, river begins and extends to 4), H21 (desert, river from 1 to 3, oasis), E22 (veldt, river from 6 to 3), J19 (swamp), J18 (veldt), K18 (veldt), M10 (the Kimbundu) in G22, L15 (the Bagaza) in J19, M36 (the Ruanda) in J18, M37 (the Maleconde) in I22. P2 (swamp), O4 (lake, +21 acres), N4 (lake, +33 acres), M1 (the Ankan) in P2, FF8 (mountain, river from 6 to 5, cataract), FF7 (jungle/swamp), EE8 (jungle/swamp), EE9 (mountain, river from 3 to 1, 65 foot waterfall), DD8 (jungle/swamp), GG5 (veldt, river to 1), FF5 (veldt, river from 4 to 1), EE6 (desert, river from 4 to 1), DD6 (veldt, river from 4 to 2, 85 ft waterfall), DD7 (jungle/swamp), M24 (the Gadami) in FF7, and S2 (the Ngubane) in GG5.

Positions still available for fearless explorers. Contact Alan Bargender if interested.



STELLAR CONQUEST

Kurzon Dax: Awaiting orders for Production 20 and movement to Turns 21-24.

BORIS THE SPIDER

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<http://hometown.aoi.com/prboi/duc/boris/borishome.htm>

TABLE OF CONTENTS

Address	p 14
AGE OF RENAISSANCE	p 11
BLACKBEARD	p 5
BRITANNIA	p 7
DIPLOMACY	p 2
1830	pp 8-9
HISTORY OF THE WORLD	p 18
JUNTA	p 5
KREMLIN	p 10
MACHIAVELLI	p 3
II	
Quibbel	p 4
MAHARAJA	p 6
On Deck	p 14
PUERTO RICO	p 12
SETTLERS OF CATAN	p 13
SOURCE OF THE NILE	p 15
STELLAR CONQUEST	p 15

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